

# Abgrund v8\_3

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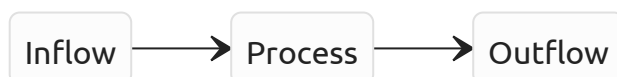
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*S\Abgrund*

## Characters

### Capital

Change



Ⓣ *Anchor* :  $A$  Ⓤ Use as anchor for naming.

Ⓣ *Base/Encoding* :  $NB()$

Ⓣ *Direction* :  $D$

Ⓣ *Expression/Formula* :  $E$

Ⓣ *Hidden* :  $H$  Ⓢ  $B(A) = B(A + H)$

Ⓢ Given only some A, H is everything but A: for the purpose unimportant and unknown

Ⓢ *Input* :  $I$

Ⓢ *Identification* :  $I()$

Ⓢ *Monad* :  $M$

Ⓢ *Numeral* :  $N$

Ⓢ *Output* :  $O$

Ⓢ *Operation* :  $O()$

Ⓢ *Picture* :  $P$

Ⓢ *System* :  $S \backslash name$

Ⓢ *View* :  $V$

Ⓢ *World* :  $W$

Ⓢ *Any Constant* :  $Z := \leftrightarrow ( \begin{smallmatrix} Z \\ A \end{smallmatrix} )$

## Lower $e$

Ⓢ *influence* :  $a$

Ⓢ *any change* :  $e$

Ⓢ *name of change* :  $e2( )$

Ⓢ *function* :  $f$

Ⓢ *negation* :  $n$

Ⓢ *period* :  $p$

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## Operations $f$

Ⓢ given Input :  $!$

Ⓢ aimed for Output :  $?$

Ⓢ denoted as :  $<:>$

Ⓢ defined as :  $<:=>$

Ⓢ equal in Meaning :  $<=>$

$\textcircled{T}$  equal in Identity :  $\langle \equiv \rangle$

$\textcircled{T}$  explicit function on:  $f(M)$ ,  $fM$

$\textcircled{E}$   $\langle \text{Expression} \rangle \supseteq (\langle \text{Character} \rangle \langle \text{Object} \rangle \langle \text{Variable} \rangle \dots)$

$\textcircled{T}$   $\langle \text{Expression} \rangle$  is any Output

$$\textcircled{D} 1\ 2 \neq 2\ 1$$

$\textcircled{U}$  Formulae are ordered by convention.

$$\textcircled{D} 1\ 2 \equiv (1 \rightarrow 2)$$

$$\textcircled{D\ B} (1\ 2) \equiv (2\ 1)$$

$$\textcircled{D\ B} \infty := \nexists b > \infty > a$$

## Notation

$$\textcircled{C} \exists E \equiv \exists(E)$$

$$\textcircled{C} f(E) = f(E) = f\text{ cheat}(E)$$

$$\textcircled{D} x_1^3 1 := 1\ 2\ 3$$

$$\textcircled{Alt} x_1^\infty 1 := 1\ 2\ 3 \dots$$

$$\textcircled{Alt} x_1^3 := 1 \dots 3$$

$$\textcircled{D} f(1\ 2\ 3) \equiv 1f2f3$$

$$\textcircled{D} \lim \rightarrow a := (\lim \rightarrow a = b) \wedge (b < a)$$

$$\textcircled{D} |3 := \lim \rightarrow 3$$

## Terms

$$\textcircled{D} \text{Object} := \leftrightarrow_{[A\ 1]}^{[Z\ 9]}$$

$$\textcircled{B} \text{Object} = E$$

$$\textcircled{D} \text{Variable} := \leftrightarrow_a^z$$

$$\textcircled{D} \text{Identity} := \leftrightarrow_3^\infty$$

$$\textcircled{D} \text{ Function} : \leftrightarrow (f(E) \ f(E \ E))$$

$$\textcircled{D} \text{ Activity} : f(E \dots E)$$

$$\textcircled{D} \text{ Change} \supset (\text{Function} \vee \text{Activity})$$

$$\textcircled{D} \text{ Group} : (\text{Change} \wedge \text{Expression})$$

## Flow

$$\textcircled{G} ?\text{Flow}$$

$$\textcircled{S} \exists \text{Flow}$$

$$\textcircled{T} \text{ Flow is everything}$$

$$\textcircled{A} \text{ Flow} \supset \forall E$$

$$\textcircled{D} \text{ Change} := E$$

$$\textcircled{T} \text{ Change is omnipotent. It is the relevant difference between two States.}$$

$$\textcircled{A} \exists \text{Flow} \rightarrow \exists (\supset \text{Flow} \subset \text{Flow})$$

$$\textcircled{A} \exists (\subset \text{Flow}) \rightarrow \exists (\subset \neg \exists (\subset \text{Flow})) \rightarrow \dots$$

$$\textcircled{Alt} \exists E \rightarrow \exists H$$

## Set

$$\textcircled{D, T} \text{ Super}(A(\text{Sub})) = \text{Setting}(A(\text{Structure}))$$

$$\textcircled{D} E : \equiv E( ) \equiv \leftrightarrow_a^z$$

$$\textcircled{D} E( ) \neq \emptyset$$

$$\textcircled{D} E() = \emptyset$$

$$\textcircled{Alt} 1E \setminus 2E \equiv 2E / 1E$$

$$\textcircled{E} \text{ drive\_car} \setminus \text{start\_engine}(\text{putin\_key} \ \text{turn\_key})$$

## Wechselwirkung

$$\textcircled{D} I := Super + Sub$$

$$\textcircled{A} E : \exists I \rightarrow O \mid I \neq O$$

$$\textcircled{Alt A} [I \wedge O] \leftrightarrow E$$

$$\textcircled{T} \text{Emergence is } [I \wedge O] \leftrightarrow E$$

$$\textcircled{D} \text{Identification} : 2E \wedge 3E \rightarrow 2E \neq 3E$$

$$\textcircled{D} 2E \wedge 3E \rightarrow 4E$$

$$\textcircled{T} \text{Situation} : M = (\text{Flow} \leftrightarrow (x \subset \text{Flow})) \text{ at one time } t$$

$$\textcircled{D} E := 1M \rightarrow 2M$$

$$\textcircled{N} \text{Change is the least noticable difference between two situations.}$$

## Objects

### Identification as Ordinals

$$\textcircled{D} \text{Ordinal} := \leftrightarrow_0^n 1$$

$$\textcircled{T} \text{Identification}(\text{Feature}) +$$

$$\textcircled{D} \text{Typesameness} := 1\textcolor{blue}{E}(1\ 2) \hat{=} 2\textcolor{blue}{E}(1\ 3)$$

$$\textcircled{T} \text{Same types are put into sets called Group.}$$

$$\textcircled{D} \text{Tokensameness} := E(1\ 2) = O(1\ 2)$$

$$\textcircled{T} \text{The Token is called a Property if } = (1G\ 2G \dots)$$

$$\textcircled{T} \text{Trait} : \subset (\text{Token})$$

$$\textcircled{T} \text{Same Traits are put into sets called Family.}$$

## Cardinality

$$\textcircled{A} 1 := (b - a) : \mathbb{N}(\dots a\ b \dots)$$

$$\textcircled{D} E0 := \neg E = \textcolor{blue}{E} = ()$$

$$\textcircled{D} E1 := (E)$$

$$\textcircled{D} E5 := a : a > E1$$

$$\textcircled{C} \textcolor{blue}{\exists} E := \vee (E1 \ E2 \ E3 \ E4)$$

$$\textcircled{C} \forall E := \wedge (1E \dots \infty E)$$

$$\textcircled{D} < (E6 \ E7 \ E8 \ E9) \wedge (\leftrightarrow_{E6}^{E9} = E5)$$

$$\textcircled{D} 3 \backslash 10 > 3 \backslash 9 > 3 \backslash 1 = 3 \backslash 1 \backslash 0 = 3 \backslash 1 \backslash 0 \backslash 0 = \dots$$

$$\textcircled{C} 3 \backslash 10 = 3 \wedge (10 \in 3)$$

$$\textcircled{D} 3 \backslash \textcolor{blue}{p}3 \approx \sqrt{10}$$

## Units=Directions

$$\textcircled{E} meters \backslash 2 = meters \backslash 1 \wedge meters \backslash 1$$

$$\textcircled{Alt} meters \backslash 2 = meters \backslash 1 \ 1$$

$$\textcircled{X} 1V \backslash 1 \not\subset 2V \backslash 1$$

## Base/Acid

$$10B(8) = 2B(1000)$$

## Entites

$$\textcircled{D} \text{Entity} \supset E \supset Struct$$

$$\exists Entity \supset Struct(Category, Attractor, Z, \dots) \dots$$

## Grading

## Behaviour

$$\textcircled{T} \text{Behaviour is object's inner and outer being.}$$

$$\textcircled{D} Behaviour := BA = f($$

$$\textcircled{E} B \supseteq \text{linearity, exponentially}$$

$$\textcircled{U} \text{Behaviour is the process of how the previous Output becomes the next Input.}$$

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## Feature

$\textcircled{T}$  Feature is a trait of an activity by View.

$\textcircled{D}$  Feature :  $F = V(1E \subset 2E)$

$\textcircled{D}$  Group :=  $\wedge_{1F}^{\exists F}$

$\textcircled{T}$  Group is convention built using Features.

$\textcircled{D}$   $W = \forall V$

$\textcircled{D}$   $\forall W = \forall 2(V)$

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## Biocalc

$\textcircled{T}$  Influence :=  $M a = E$

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## Systems engineering

$\textcircled{T}$  S sets the restrictions for the document. In the head is the system's name listed.

$\textcircled{U}$  Restrictions may be in- or excluded while writing.

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## Meta 1

$\textcircled{T}$  Assumption :  $\textcircled{A}$

$\textcircled{A}$ ,  $\textcircled{Assumption}$ : expectation for an unknown result

$\lim_{x \rightarrow 0} \rightarrow x = 0$

$\textcircled{Alt}$ ,  $\textcircled{Alternative}$ : reformulate meaning of previous expression

$= (3 \div 2)^{-1}$

$\textcircled{B}$ ,  $\textcircled{Behaviour}$ : law abiding behaviour

'f(x) is tangent to g(x) at P(v|w)'

$\textcircled{C}$ ,  $\textcircled{Convention}$ : non-law-enforced expression

$\textcircled{D}$ ,  $\textcircled{Definition}$ : internal source, law enforced expression

$F := m * a$

$\textcircled{E}$ ,  $\textcircled{Example}$ : expectation for a known result, demonstration purpose

$\textcircled{G}$ ,  $\textcircled{Goal}$ : suggest Output

$$0.2mm \leq T < 0.3mm$$

$\textcircled{H}$ ,  $\textcircled{Hypothesis}$ : assumed law

$\textcircled{I}$ ,  $\textcircled{Input}$ : lists given input

$$m = 2.5kg, g = 9,81m/s^2$$

$\textcircled{L}$ ,  $\textcircled{Law}$ : external source, law enforced expression, condition

$$\forall x_n \in S \wedge \forall y_n \in \mathbb{N}$$

$\textcircled{M}$ ,  $\textcircled{Method}$ ,  $\textcircled{Outline}$ : approach for processing

$$(f(obj) := obj2) \rightarrow g(obj2)$$

$\textcircled{N}$ ,  $\textcircled{Notice}$ : highlight a meaning

$$a \neq \alpha$$

$\textcircled{O}$ ,  $\textcircled{Output}$ : lists wanted output

$$E, m$$

$\textcircled{P}$ ,  $\textcircled{Proof}$ : reprocession: reverse engineering etc.

$\textcircled{Q}$ ,  $\textcircled{Question}$ : question arising while processing

Where do the tractor-like properties come from?

$\textcircled{R}$ ,  $\textcircled{Re}$ ,  $\textcircled{Reminder}$ : remind of ...

$\textcircled{S}$ ,  $\textcircled{Supposition}$ : set input where result is known, demonstration purpose

$\textcircled{T}$ ,  $\textcircled{Term}$ : define meaning of a word (function, object etc.) using some other language/grammar

$cat$  stands for concatenation and unites two sets sequentially

$\textcircled{U}$ ,  $\textcircled{User-comment}$ : personal expression about previous expression

This could be helpful if  $b$  was larger!

$\textcircled{W}$ ,  $\textcircled{Who}$ ,  $\textcircled{What}$ ,  $\textcircled{Where}$ , ...: lists reference to external sources, appendices etc.

$\textcircled{X}$ ,  $\textcircled{Process}$  or 'none': current processing step

$\textcircled{Y}$ :

$\textcircled{Z}$ ,  $\textcircled{Result}$ : output a wanted output

$$F = \underline{\underline{230N}}$$

$\textcircled{U\{}$ : One may also write

over the line  $\textcircled{\}U$

limit border always ordered?

causal link is true then also an operator exists for that result. node

relations=propositional calc



0

1

v



n1